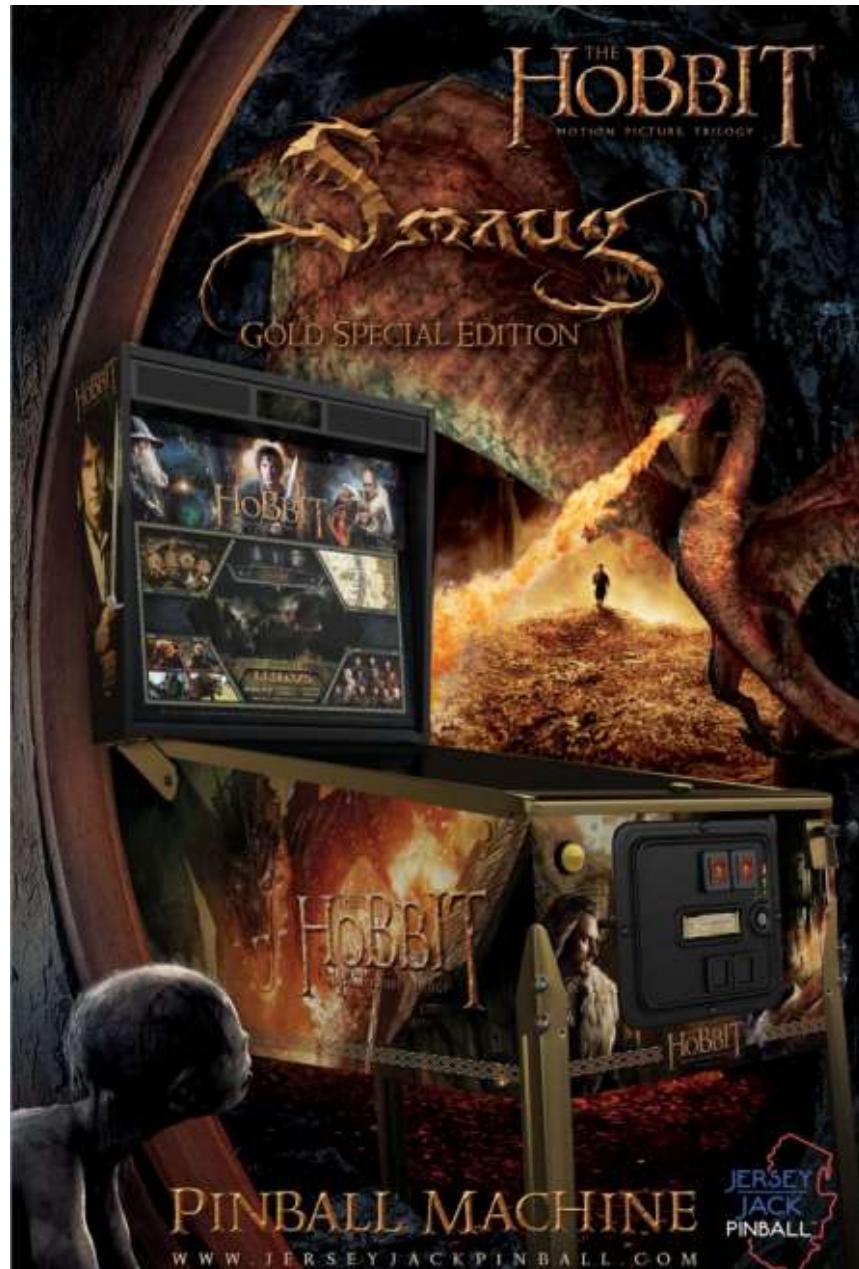


The Hobbit Rulesheet

Version 0.2 (April 25, 2016)

This version should be considered very incomplete and subject to significant changes pending future software revisions. I welcome and encourage additions, corrections, and editorial suggestions to improve the document. Note: Red text indicates items needing confirmation.



New To This Version

- Everything.
- Note: Based upon code version 1.01.

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Notes and Disclaimers

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This sheet is written and maintained by Scott Tiesma, *tiesmasc at yahoo dot com*. If you have any questions, comments, additions, or corrections, please forward them on to me or edit the rulesheet and update the version as a living document.

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References and Special Thanks

Portions of the rulesheet have been directly copied or paraphrased from The Hobbit Rules Flowchart (<http://www.jerseyjackpinball.com/wp-content/uploads/2016/03/Hobbit-Rules-Flowchart.pdf>), an initial rulesheet and discussion located on Tilt Forums (<http://tiltforums.com/t/hobbit-pinball-rulesheet/1360>), general discussion on Pinside, rec.games.pinball and JJP's google group, and videos of play such as those on youtube (e.g. <https://www.youtube.com/watch?v=q7xuFba78ew>). Software code change log notes have also been used.

Design credits obtained from Pinside (<https://pinside.com/pinball/archive/the-hobbit>).

Special thanks to the additional people who have also contributed additions and corrections:

- tbd

Extra Special Thanks also to Lloyd Olson of SS Billiards who let me interact with his game with the glass off to determine some of what ended up in this document.

Machine Versions

Three versions of TH have been created by Jersey Jack. All differences between the versions are cosmetic (i.e. the game and software play the same between versions).

- Standard Edition (Regular Side Armor)
- Limited Edition (Bronze Body Armor)
- Smaug (Gold Special Edition)

Standard Edition

- Stainless Steel Silver color body armor and legs
- The Hobbit movie scene cabinet art (can be upgraded to RADCals)
- Can optionally add Invisiglass and/or Shaker Motor



Limited Edition

- Bronze Powder Coated body armor and legs
- The Hobbit movie scene cabinet art (can be upgraded to RADCals)
- JJP coin door with headphone jack and external volume control
- Invisiglass, Shaker Motor, and Game Number identification
- 2 Barrel Jumpers replace 2 of the 3 standard pop bumpers
- 2 Weapon action slingshots replace 2 of the 3 standard slingshots



Smaug Gold Special Edition

- Gold Powder Coated body armor and legs
- Gold colored Smaug
- Smaug themed cabinet art (can be upgraded to RADCals)
- Smaug themed attract mode added to game
- JJP coin door with headphone jack and external volume control
- Invisiglass, Shaker Motor, and Game Number identification
- 2 Barrel Jumpers replace 2 of the 3 standard pop bumpers
- 2 Weapon action slingshots replace 2 of the 3 standard slingshots



Design Credits

- Game Design: Joe Balcer
- Artwork: Jean-Paul de Win
- Animation: Jean-Paul de Win
- Software: Keith P. Johnson, Ted Estes
- Music: David Thiel

Abbreviations

- TH – The Hobbit

Playfield Layout

This is a glossary of the shots and features that will be referred to during the discussion of the game. The features are, in general, described starting from the center of the playfield, then moving to the lower left corner, and finally proceeding counter-clockwise around the playfield. Please forgive the muted colors of the playfield. It was the only way I could make the reference numbers stand out.



1. Goblin Popup
Goblin that pops up from under the playfield blocking the left ramp.
2. Orc Popup
Orc that pops up from under the playfield blocking the right ramp.
3. L-O-C-K Rollovers
4 rollovers in the center of the playfield labeled as L-O-C-K
4. Spider Popup
Spider that pops up from under the playfield blocking the left loop.
5. Warg Popup
Warg that pops up from under the playfield blocking the right loop.
6. Left Outlane
A standard outlane but with a post that can be raised to capture the ball. Outlane also contains a kickback (Windlance/Arrow).
7. Leftmost Left Inlane (Warg)
This inlane starts or qualifies the Warg popup hurry-up
8. Rightmost Left Inlane (Orc)
This inlane starts or qualifies the Orc popup hurry-up and is the end of the wireform for the Right Ramp.
9. Slingshots
Normal configuration.
10. Flippers
Normal configuration
11. Center Post
Between the flippers
12. The Ring Button (on the lockdown bar – not pictured)
A button located on the top and in the middle of the lockdown bar.
13. Beorn Target
A round standup target in the right outlane just after it turns towards the center.
14. Leftmost Right (Goblin) Inlane
This inlane starts or qualifies the Goblin popup hurry-up and is the end of the wireform for the Left Ramp.
15. Rightmost Right (Spider) Inlane
This inlane starts or qualifies the Spider popup hurry-up
16. Right Outlane (Precioussss)
This outlane contains a post with rubber ring on the bottom right used to bounce the ball into the Beorn target.
17. Manual Plunger
This is a normal plunger. Its lane is medium length and deposits the ball toward the center of the playfield. Different plunge strengths are used for the different skill shots.
18. M-A-N Drop Targets and Nori, Ori, and Dori Standup Targets
3 game controlled drop targets with standups behind them.
19. Upper Right Flipper
Standard Flipper used to hit select shots.

20. Right Loop and Spinner (Kili shot)
Standard shot the loops around to the left loop entrance
21. Right Hole/VUK (Radagast Shot)
Hole with VUK that deposits ball onto the right wireform
22. Bag End Pop Bumper Area
Area with 3 pop bumpers in the upper right corner of the playfield
23. The Book
An LCD above the pop bumpers styled to look like an open book. This gives in game instructions for modes and other features.
24. Mystery Target
Standup target just to right or right ramp entrance
25. Right Ramp (Bilbo Baggins shot) – Labeled with “lock” and “mode”
Ramp located just right of center at the top of the playfield
26. Captive Ball and Target (Thorin shot)
Between the two ramp entrances is a newton ball with a channel and target at the back
27. Left Ramp (Gandalf Shot) – Labeled with “book” and “time”
Ramp located just left of center at the top of the playfield
28. Loop Magnet Right
Located in the loop this will divert loop shots into the pop bumpers.
29. Ramp U-Turn Diverter
This is a metal diverter residing above where the two ramps criss-cross. For some modes this diverter is pushed down and causes the ramps to become a u-turn.
30. Loop Magnet Left
Located in the loop this will divert loop shots into the **hidden hole**.
31. **Hidden Hole**
Hole hidden behind Smaug and to left of ramps. This goes to a subway **and can be diverted to the left or right** VUK for a kickout.
32. Smaug Toy
Taunts player or gives instructions
Also includes a diverter that will take a ball off the right ramp return wireform and deposit it into the Balin Hole
33. D-W-A-R-F Drop Targets and Bifur, Bofur, and Bombur Standup Targets
5 game controlled drop targets with 3 standups behind them.
34. Left Hole/VUK (Balin shot)
Hole with VUK hidden behind the D and W drop targets. Deposits ball onto the left wireform
35. Left Loop and Spinner (Fili shot)
Standard shot the loops around to the right loop entrance
36. Upper Left Slingshot
A slingshot but located in a non-standard location.
37. E-L-F Drop Targets and Gloin, Oin, and Dwalin Standup Targets
3 game controlled drop targets with standups behind them.

Main Display

The main display is typically broken up into 9 areas. The upper left corner displays progress toward Smaug Multiball. The upper center area shows progress towards mode qualifications. The upper right corner displays a map of your Advance to Erebor. The left center area indicates what action ring button presses will perform. The center area provides instructions for play and stunning visuals associated with activity that is occurring. The right center area displays your ball and credit status (and other player scores?). The lower left corner displays progress towards defeating all beasts. The lower center area shows the current player's number and score and what score is needed for a replay. The lower right corner displays progress towards collecting all dwarves. Note also that there are 5 Runes which look like arrow heads associated with the 4 corners and upper center area.



Rules

Note: A rule flowchart providing a very nice visualization of how things progress in this game is [available in the user manual](#). This flow chart is also presented at the end of this document. The original version may be downloaded at <http://www.jerseyjackpinball.com/wp-content/uploads/2016/03/Hobbit-Rules-Flowchart.pdf>

Skill Shots

4 possible skill shots are available at the start of each ball. The ring button on the lock down bar is used to select which you are attempting. The skills shots are:

- Dwarf Skill Shot - The DWARF targets will cycle between one of the 5 targets. Hitting the raised drop target scores 10,000 (+1,500 per successful skill shot) points.
- Elf Skill Shot - The ELF drop targets are lit. Hitting any of the drop targets scores ??? points.

- Lock Skill Shot - The LOCK rollovers are lit in gold. Hitting any of the rollovers scores 1,500 (+500 per successful skill shot) x the number of rollovers hit.
- Inlane Skill Shot - The inlanes will cycle being lit in gold. Hitting the lit inlane scores ??? points.

If no rollover switches and less than 3 other switches are hit prior to the ball draining it will be saved and the skill shot still available.

The Ring Button

Beyond using the ring button to select a skill shot it can also be used throughout game play. Some features require that the ring be “charged”. The ring is charged a little bit every time a switch is triggered and when it is fully charged it will change colors and the primary display will provide some cues related to this. Once charged the ring button can be used to

- Ring Save Action (right outlane, precioussss)
- Fire Windlance (**i.e. arrow?**) left outlane)
- Postpone Lock (on right ramp)
- Postpone Mode (on right ramp)
- Score Extra Points
- Attempt Beast Backstab
- **More tbd**

Beast Hurry-Ups

The Warg, Orc, Goblin, and Spider beasts are arranged around the playfield. Whenever the ball goes through a lit inlane the coinciding beast will pop-up for a brief hurry-up. Collection of these beasts is displayed in the lower left hand corner of the screen.

An unlit inlane may be lit by either going through the inlane or hitting the shot which the pop-up blocks (i.e. left loop for spider, left ramp for goblin, right ramp for orc, and right loop for warg). Which is needed can change during the game and is based upon the difficulty settings used.

Defeating all beasts will start Beast Frenzy and **award a Rune towards an Arkenstone mode.**

Beast Frenzy

Beast Frenzy is a 2 ball multiball where all beasts (Warg, Orc, Goblin, Spider) score jackpots.

Collecting Dwarves

There are 13 shots on the playfield representing a dwarf. The dwarves and their respective locations are:

- Gloin, Oin, Dwalin: Stand Up Targets behind E-L-F Drops
- Fili: Left Loop
- Balin: Left Hole/VUK
- Bifur, Bofur, Bombur: Stand Up Targets behind A-R-F Drops
- Thorin: Captive Ball
- Kili: Right Loop

- Nori, Dori, Ori: Stand Up Targets behind M-A-N Drops

As you collect dwarves they will light up on the main display in the lower right corner. Collecting all dwarves will start Feast Frenzy and **award a Rune towards an Arkenstone mode.**

Feast Frenzy

Feast Frenzy is a **?mode/2 ball multiball?** where all **drop/dwarf** targets score extra points for ?? seconds (if a mode).

Smaug Multiball

Smaug Multiball is a 3 ball multiball where **all major shots (Left Loop, Left Hole, Left Ramp, Captive Ball, Right Ramp, Right Loop)** are lit for a single jackpot. Collection of all jackpots enables a super jackpot at the ARF drop targets / standup targets.

To start Smaug Multiball you must lock 3 balls in Smaug. Locks are lit by spelling LOCK via each of the rollovers in the middle of the playfield. Once lock is lit you lock the balls at Smaug via right ramp shots. After 3 locked balls Smaug Multiball will start and **award a Rune towards an Arkenstone mode.**

Typically the first time spell LOCK will qualify 3 locks. The second time you will have to spell lock 3x (once for each ball lock) but these can be stacked (so you could spell lock 3x and then lock the 3 balls). The third time you must spell LOCK and then lock a ball before you can spell LOCK again. **I'm guessing additional multiballs may require spelling lock multiple times to light lock but don't know for sure.** The criteria for locking balls is a user adjustable setting so what's written here may be different on the game you play.

Mystery Awards

Mystery awards are lit by going through any left inland and any left inlane. Once lit they may be collected by hitting the Mystery Target just to the right of the Right Ramp entrance.

Do you build these... i.e. light mystery 2x before collecting for the level 2 award... or must you collect level 1 then level 2 then level 3, etc... How tell what you are going to collect if you build them?

The awards are given per the below:

- Level 1 – Mystery Target: Collect a random award
 - Immediately awards one of the following:
 - 1,000/5,000 Points
 - Advance Bonus Multiplier
 - Advance Erebor (~3/4 of a screen)
 - Super Jets
 - Light Kickback
 - Light Beasts (Inlanes)
 - Dwarf (Spots a dwarf)

- Add Tilt Warning (Can go beyond the normal threshold, allowing for triple+ danger saves!)
 - More tbd
- Level 2 – Captive Ball: Add a dwarf to the party
 - Awards ability for a captive ball hit to substitute for a dwarf shot (awarding collection of that dwarf).
 - Does this go on for the rest of the ball or just for one shot?
- Level 3 – Load Arrow: Start mode, shoot a MAN target for bonus scoring
 - Awards ability for a mode start which loads a ball into the arrow (left outlane) to have bonus scoring if you can time your ring button press for the arrow shot such that the ball hits a MAN target.
 - Does this go on for the rest of the ball or just for one mode start?
- Level 4 – Precioussss: Ring save – carefully time your ring button strike to save your ball (exiting the right outlane)
 - Awards a right outlane exit ball save feature where you must time your ring button press to fall within a specified window.
 - This feature is only enabled when you exit the right outlane and then nudge the ball so it hits the Beorn target.

Advancing To Erebor

Loop shots will trigger the spinner and advance the player towards Erebor. This is shown on a map in the upper right of the main display. After enough advances you'll have reached Erebor and will be awarded Super Spinner for 60 seconds **and a Rune towards an Arkenstone Mode (not implemented in 1.01)**. During Super Spinner a jackpot is lit at the captive ball. The amount of the jackpot is increased by shooting the spinners. **Collecting the jackpot will end the mode (or can you collect this multiple times within the 60 seconds?)**

Super Jets / Kicking Over Barrels

Any time the ball is interacting with the pop bumpers it will increase their level from 1 to a maximum of 5. When all pop bumpers are at level 5 Super Jets will begin. During Super Jets any time the ball exits the bumper area through the right loop an immediate shot to the ARF targets using the upper right flipper will Kick Over a Barrel.

Kicking Over **5** Barrels completes one of the two requirements to light Extra Ball.

Modes

There are 31 modes in this game. All modes are displayed in the center of the screen as set of interlocking hexagons (similar to a honeycomb). This layout is simulated in a tabular format below. Each cell contains the following information: Location Code: Mode Name (Qualification).

A: Fall of Erebor (Dwarf)	D: Roast Mutton (Dwarf?)	K: The One Ring (Bilbo)	R: Jailbreak (Dwarf?)	Y: On the Doorstep (TBD)	3: A Thief in the Night (TBD)
B: An Unexpected Party (Dwarf)	E: Radagast the Brown (Radagast)	H: Orc Ambush (Dwarf)	L: Riddles in the Dark (Bilbo)	O: Mirkwood (Dwarf)	S: Interro- gation (Elf?)
C: The Contract (Bilbo)	F: Dol Guldur (Radagast)	I: Moon Runes (TBD)	M: Escape from Goblin Town (Gandalf2)	P: Flies and Spiders (Bilbo)	W: Orc Attack (Elf)
G: The Bait (Radagast)	J: Stone Giants (Dwarf)	N: Queer Lodgings (TBD)	Q: Save Kili (Dwarf?)	T: Flashback (Man)	X: Duel in Lake Town (Elf)
				U: Evil Revealed (Dwarf)	1: The Gathering of Clouds (Dwarf)
					2: Rescue Gandalf (TBD)
					5: Defeat of Azog (Dwarf)

Note: You can qualify, select, and start modes during normal gameplay (i.e. any time except during wizard modes).

Qualification of Modes

Each mode is qualified by some combination of the below 6 methods. Some of them only require one qualifier. Some require up to 3 qualifiers.

Mode Qualification is based upon completing a specific shot or set of drop targets.

- Gandalf - Shoot the left ramp.
- Bilbo Baggins - Shoot the right ramp.
- Radagast - Shoot the right VUK hole.
- Elf - Complete the lower left target bank.
- Dwarf - Complete the upper left target bank.
- Man - Complete the lower right target bank.

Once a mode is started its qualifier(s) will unlight. Other qualifiers will remain lit. (True for combinations... does every aspect of the combination unlight?)

When all modes are qualified, a traveling drop target will be lit for points. Hitting this traveling drop targets completes one of the two requirements to light Extra Ball.

Mode Selection

When multiple modes are qualified the player can select which one will be started next by shooting the left ramp and then pressing the **left or right** flipper button to switch modes. This ability to select which mode is highlighted only works until a rollover switch is triggered.

Is there any order to the modes in the map... should I reorder them? I believe left flipper presses go down and then left. Do right flipper presses go up and right?

Starting Modes

The right ramp shot will start a mode whenever “mode” is lit. For mode to be lit you must not be currently playing a mode, have at least one mode qualified, and not have lock lit. If needed you can defer the lock by pressing the Ring Button.

Objectives for Each Mode

The objectives for each mode and a timer if applicable are displayed on both the main screen and the little “book” LCD within the game when a mode is active. All timer based modes start with 30 seconds on the clock and more time can be added by hitting the left ramp during the mode. The amount of time added will be 10 seconds if TIME is lit blue and 3 seconds if TIME is lit purple. Making mode progress lights TIME blue if it is not already. Non-timer based modes are typically 1 shot hurry-ups.

When in a mode the scrolls associated with that modes shot(s) will be lit orange.

At the end of a mode the score is presented as the Mode Total + the Completion Bonus.

Completion Bonuses are not yet implemented in 1.01 software. Completing any mode will award a Rune towards an Arkenstone mode (**assumed, not implemented**).

A - Fall of Erebor

- Shot Value=???
- Shoot left hole
- Drops raise value

B - An Unexpected Party

- Shot value=???
- Shoot bag end (pop bumpers)
- Drop targets increase value

C - The Contract:

- Shot Value=1000
- Shoot Captive Ball or Left Hole,
- then Right Ramp,
- then Dwarves targets (avoiding drop targets),

- then ???

D - Roast Mutton

- Shot Value=?
- Shot Drops (MAN)
- Then ???

E - Radagast the Brown:

- Shot Value=1000
- Bash the Spider (do 3x - scores and increases value by 1000)
- then shoot right hole
- then ???

F - Dol Guldur

- Shot Value=1000
- Shoot Drop Targets (all individually or some number of any drops?)
- then shoot Right Hole to complete mode

G - The Bait:

H - Orc Ambush:

- Shot Value=200
- Shoot Lit shots (everything is lit?!?)
- Then ???
- (Very nice to bring into multiball?!?)

I - Moon Ruins:

- Shot Value=???
- Shoot Ramp Loops (gate closed so ramps loop out other entrance)
- Value increases with each shot?

J - Stone Giants:

- Hurry-up counting down from 2000 to 100
- Shoot Drop Targets
- Score whatever hurry-up value is when you hit drops
- No way to add time or reset value?

K - The One Ring:

- Hurry up counting down from 2000 points
- Shoot the Right Ramp to collect

L - Riddles in the Dark

- Shot value=1000
- Shots remove drops
- 1 drop is correct
- then
- drops remove shots

- 1 shot is correct
- then ???

M - Escape from Goblin Town

- Gandalf Ramp (2x?)
- Then Drops (3x?)
- Then Goblin (?x)
- Then ???

N - Queer Lodgings

- ??? Drop, loop, drop, loop, captive ball (2-3x)

O - Mirkwood:

- Shot value=2000
- Shoot Left Ramp, Avoid Red Shots
- ???

P - Flies & Spiders:

- Shot value=1000
- Bash the Spider
- then ???

Q - Save Kili

- Bash the Spider (1000 points)
- Shoot Left Ramp (500 points)
- Bash the Spider (500 points)
- Shoot an Elf Target (500 points)
- Bash the Spider (500 points)
- Shoot the Right Loop (500 points)
- Then ???

R - Jailbreak:

- Shot Value=1000
- Shoot Rollovers, score value and increase by 100 (4x or each rollover 1x?)
- then shoot bumpers, score value and increase by 100 (7x?)
- then shoot right ramp

S - Interrogation:

- Shot value=1000
- Bash the Orc

T - Flashback:

- Shoot Right Ramp (500 points)
- ball fed to windlance and the shot past upper right flipper
- Use upper right flipper to
- Hit Target Under Smaug (3500 points)
- If miss start over again with Right Ramp but for 250 points

U - Evil Revealed:

- Shot Value=2500
- Shoot Right Hole (3x?)
- then Beasts as they pop up

V - The Resurgence of Sauron:

- All targets score 50
- Left ramp increases value by 25 (and also adds to timer) (up to max value of 175?)
- Comment: Great one to have during multiball!

W - Orc Attack:

- Shot Value=500
- Bash the Orc (2x?)
- then shoot Elf drop bank (2x?)
- then ???

X - Duel in Lake Town:

Y - On the Doorstep:

Z - Fire and Water:

- Shot Value=1000
- Shoot Right Hole
- Then Left Hole
- The Right Ramp
- Then Left Ramp
- Then Right Loop
- Then Left Loop
- Then ???

1 - The Gathering of the Clouds:

- Shot Value = 1000?
- Shoot Bumpers to Raise Drop Targets
- Shoot Captive Ball, Avoid Drop Targets
- ???

2 - Rescue Gandalf

- Shoot either Ramp
- Shoot either loop
- Repeat 3-4x?
- Shoot Right Hole
- Shoot strobing ELF target
- ???

3 - A Thief in the Night

- Hurry up counting down from 2500 points
- Shoot Either Loop to collect

4 - Demise of Bolg

- Shot Value=???
- Shoot Ramps
- Avoid Drops
- ???

5 - Defeat of Azog

- ???

Extra Ball

Light Extra Ball

As mentioned previously there are two requirements for lighting an extra ball. They may be completed in any order. These requirements are:

- Completing all 6 mode qualifiers (Gandalf, Bilbo, Radagast, Elf, Dwarf, Man) and then hitting the travelling drop target before it is gone
- Kicking over 5 barrels during Super Jets

[Is this unlimited? I did get a second extra ball once but don't quite know how...]

Collect Extra Ball

For the first extra ball the Extra and Ball inserts will be blinking at the left and right holes respectively. You must hit both holes to collect. For the second extra ball only Extra will be blinking and must be collected before Ball blinks and must be collected. **?Unknown for subsequent extra balls?**

Arkenstone Modes

There are 3 Arkenstone Modes (mini-wizard modes) in the game. They are played in order and are:

- Into the Fire
- Barrel Escape
- Battle of the Five Armies

To start the first Arkenstone mode you must have collected 5 Runes. Collection of Runes is achieved by the below items each of which is also indicated on the main display

- Completing a mode (indicated at top center of display)
- Starting Smaug Multiball (indicated at top left of display)
- Advancing to Erebor (i.e. starting Super Spinners, indicated at top right of display)
- Defeating All Beasts (i.e. starting Beast Frenzy, indicated at lower left of display)
- Collecting all 13 Dwarves (i.e. starting Feast Frenzy, indicated at lower right of display)

And then you **must ??? to start the mode.**

The start the 2nd and 3rd Arkenstone Mode ??? requires you to repeat the above 2 more times??? Or do you have to complete an Arkenstone mode and then progress into 2nd??? Or something else entirely???

Mini-Wizard Mode: Into the Fire

Not in 1.01

Mini-Wizard Mode: Barrel Escape

Not in 1.01

Mini-Wizard Mode: Battle of Five Armies

Not in 1.01

Wizard Mode: TBD (mode for completing all 31 modes)

Not in 1.01

The final final mode - mode for completing all 31 modes

Assume no need to do the Arkenstone modes though if you've gotten this far you probably have...

Strategies

This section needs your input. Please consider contributing.

Stacking

Some modes are better to get during a multiball than others...

Supposedly playing the modes in a certain order may be advantageous

Super X Scoring

There is a Super X insert on the playfield. I have no idea how to light this or what it does.

Competition Mode / Tournament Play

If the machine is set up for competition mode the following changes occur:

- xxx

Tilting

Is it per ball or per game?

I think you get 3 warnings by default... and you can be awarded extra warnings via mystery...

Quotes

To be determined

Bugs and Potential Problems

- When ball is stopped in left outlane and it is supposed to be kicked out (kickback or from mode start loaded arrow) if it doesn't go back into the playfield but just falls back it is end of ball. This should be a ball save!
- Collection of Runes is not implemented in 1.01
- Completion of modes is not implemented in 1.01
- As such, Arkenstone modes are not available in 1.01

Easter Eggs

- xxx

The Hobbit
MOTION PICTURE TRILOGY

HD-QUALITY
PINBALL

BY

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Full Page Rules Flowchart

